

**WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

### ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



ON FRONT



ON BACK



For more information, visit [www.ESRB.org](http://www.ESRB.org).

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## PRODUCT SUPPORT [HTTP://SUPPORT.2K.COM](http://support.2k.com) [HTTP://TWITTER.COM/2KSUPPORT](http://twitter.com/2ksupport)

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**Please note** that NBA 2K14 online features are scheduled to be available until **November 2014** though we reserve the right to modify or discontinue online features on 30-days' notice.  
[www.2ksports.com/serverstatus](http://www.2ksports.com/serverstatus)

## ! Playing KINECT Safely

**Make sure you have enough space so you can move freely while playing.** Gameplay with KINECT may require varying amounts of movement. Make sure you won't hit, run into, or trip over other players, bystanders, pets, furniture, or other objects when playing. If you stand or move during gameplay, you need good footing.

**Before playing:** Look in all directions (right, left, forward, backward, down, and up) for things you might hit or trip over. Be sure your play area is far enough away from windows, walls, stairs, etc. Make sure there is nothing you might trip on—for example, toys, furniture, loose rugs, children, pets, etc. If necessary, move objects or people out of the play area. Don't forget to look up—be aware of light fixtures, fans, or other objects overhead when assessing the play area.

**While playing:** Stay far enough away from the television to avoid contact. Keep enough distance from other players, bystanders, and pets—this distance may vary between games, so take account of how you are playing when determining how far away you need to be. Stay alert for objects or people you might hit or trip on—people or objects can move into the area during gameplay, so you should always be alert to your surroundings.

Make sure you always have good footing while playing. Play on a level floor with enough traction for the game activities, and make sure you have appropriate footwear for gaming (no high heels, flip flops, etc.) or are barefoot if appropriate.

**Before allowing children to use KINECT:** Determine how each child can use KINECT and whether they should be supervised during these activities. If you allow children to use KINECT without supervision, be sure to explain all relevant safety and health information and instructions. **Make sure children using KINECT play safely** and within their limits, and make sure they understand proper use of the system.

**To minimize eyestrain from glare:** Position yourself at a comfortable distance from your monitor or television and the KINECT sensor; place your monitor or television and KINECT sensor away from light sources that produce glare, or use window blinds to control light levels; choose soothing natural light that minimizes glare and eyestrain and increases contrast and clarity; and adjust your monitor's or television's brightness and contrast.

**Don't overexert yourself.** Gameplay with KINECT may require varying amounts of physical activity. Consult a doctor before using KINECT if you have any medical condition or issue that affects your ability to safely perform physical activities or if: You are or may be pregnant; you have heart, respiratory, back, joint, or other orthopedic conditions; you have high blood pressure or difficulty with physical exercise; or you have been instructed to restrict physical activity. Consult your doctor before beginning any exercise routine or fitness regimen that includes KINECT. Do not play under the influence of drugs or alcohol, and make sure your balance and physical abilities are sufficient for any movements while gaming.

**Stop and rest** if your muscles, joints, or eyes become tired or sore. If you experience excessive fatigue, nausea, shortness of breath, chest tightness, dizziness, discomfort, or pain, STOP USING IMMEDIATELY, and consult a doctor.

See the Healthy Gaming Guide at [www.xbox.com](http://www.xbox.com) for more information.

## Xbox LIVE

Xbox LIVE® is the online game and entertainment service for Xbox 360®. Just connect your console to your broadband Internet service and join for free. You can get free game demos and instant access to HD movies (sold separately)—with KINECT, you can control HD movies with the wave of a hand. Upgrade to an Xbox LIVE Gold Membership to play games online with friends around the world and more. Xbox LIVE is your connection to more games, entertainment, and fun. Go to [www.xbox.com/live](http://www.xbox.com/live) to learn more.

### CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

### FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## How to GET HELP WITH KINECT

Learn More on [Xbox.com](http://Xbox.com)

To find more information about KINECT, including tutorials, go to [www.xbox.com/support](http://www.xbox.com/support).

## Xbox 360 CONTROLLER

Basic Offense	Control	Basic Defense
Move Player		Move Player
PRO STICK™: Dribble Moves / Shooting / Passing		Hands Up / Shade / Contest
N/A		Hard / Wrap Foul
Pass Modifier		Intense D
Sprint		Sprint
Call Play		Double Team
Icon Pass		Icon Swap
Pass / Touch Pass		Player Swap (closest to ball)
Pick Control		Take Charge
Pump Fake / Hop (tap) Shoot (press)		Steal
Post-Up		Block / Rebound
Signature Skills HUD		Signature Skills HUD
OTFC Quick Plays		OTFC Defensive Sets
OTFC Offense Strategy		OTFC Defense Strategy
OTFC Substitutions		OTFC Substitutions
Timeout		Intentional Foul
Pause		Pause

## ADVANCED OFFENSE

Action	Input
Positional Playcall	Tap  , tap desired teammate's player icon, choose play from menu
Send Teammate on Cut	Tap  , tap desired teammate's player icon, move  in direction you want him to cut
Pick Control	Hold  (length of hold determines roll, pop, or slip)
Bounce Pass	+
Fake Pass	+
Alley-Oop	+  ( chooses recipient, point at rim for oop-to-self)
Off-Glass Alley-Oop	+  , with trailing teammate
Give & Go	Press and hold  to retain control of passer, release  to pass the ball back to him
Putback Dunk or Layup	Hold
Flashy Pass	+

## ADVANCED DEFENSE

Action	Input
Move	
Fast Shuffle	+  +
Steal	Tap
Block	
Rebound	(ball in air)
Take Charge	
Flop	Double-tap
Wrap Foul	Click
Intense Defense	
Shade Stance Change	+  Left / Right
Crowd Dribbler	Hold
Hands Up	Hold
Deny Ball	Hold  (while playing offball defense)
Double Team	

## PRO STICK™

The PRO STICK™ gives you more control over your offensive arsenal than ever before.

## PRO STICK™: SHOOTING

Action	Input
Jump Shot	Hold  in any direction
Pump Fake	Start a jump shot, then quickly release
Runner / Floater (Driving mid-range)	Hold  away from hoop
Stepback Jumper (Driving Lateral)	Hold  away from hoop
Hop Gather	Tap  while driving ( determines direction of hop)
Spin Shot	Rotate  from ball hand around player's back, then hold
Half-Spin Shot	Rotate  in a quarter-circle from ball hand to hoop, then quickly return to neutral
Normal Layup (Driving to Hoop)	Hold  toward hoop
Euro Step Layup (Driving to Hoop)	Hold  away left/right
Hop Step (Layup) (Driving to hoop)	+ Hold  left/right
Reverse Layup (Driving along baseline)	Hold  toward baseline
Dunks (Driving to hoop)	+ Hold  toward hoop
Mid-Air Change Shot	Start dunk/layup,  any direction while in air
Step Through	Pump fake, then hold  again before pump fake ends

## PRO STICK™: DRIBBLING

Action	Input	Context
Triple Threat Jab Step	Tap <b>⬅</b> Left/Right/Forward	Triple Threat
Triple Threat Spinout	Rotate <b>↻</b>	Triple Threat
Triple Threat Stepback	<b>RT</b> + Tap <b>⬅</b> away from hoop	Triple Threat
Stutter	<b>RT</b> + Tap <b>⬅</b> toward hoop	Dribbling
Hesitation (Quick)	Tap <b>⬅</b> toward ball hand	Dribbling
Hesitation (Escape)	<b>RT</b> + Tap <b>⬅</b> toward ball hand	Dribbling
In and Out	Tap <b>⬅</b> toward hoop	Dribbling
Crossover (front)	Tap <b>⬅</b> toward off hand	Dribbling
Crossover (between legs)	Tap <b>⬅</b> between off hand and player's back	Dribbling
Behind the Back	Tap <b>⬅</b> away from hoop	Dribbling
Spin	Rotate <b>↻</b> from ball hand around player's back, then quickly return to neutral	Dribbling
Half-Spin	Rotate <b>↻</b> in a quarter-circle from ball hand to hoop, then quickly return to neutral	Dribbling
Stepback	<b>RT</b> + Tap <b>⬅</b> away from hoop	Dribbling

## DEFENSIVE CONTROLS

Action	Input	Context
Move	<b>⬅</b>	Any
Fast Shuffle	<b>RT</b> + <b>LT</b> + <b>⬅</b>	Any
Steal	Tap <b>⌘</b>	Any
Block	<b>Y</b>	Any
Rebound	<b>Y</b> (ball in air)	Any
Take Charge	<b>B</b>	Any
Flop	Double-tap <b>B</b>	Onball Defense
Wrap Foul	Click <b>⬅</b>	Any
Intense Defense	<b>LT</b>	Onball Defense
Shade Stance Change	<b>LT</b> + <b>⬅</b> Left / Right	Onball Defense
Crowd Dribbler	Hold <b>LT</b>	Onball Defense
Hands Up	Hold <b>⬅</b>	Onball Defense
Deny Ball	Hold <b>⬅</b>	Offball Defense
Double Team	<b>LB</b>	Any

## POST MOVES (PRESS **Y** TO POST UP)

Action	Input
Post Movement	Hold <b>⬅</b>
Faceup Drive (from hold)	<b>⬅</b> toward key or baseline + <b>Y</b>
Disengage Drive (from dribble)	<b>⬅</b> toward baseline + <b>Y</b>
Aggressive Backdown	<b>RT</b> + <b>⬅</b> toward hoop
Drive to Key	<b>RT</b> + <b>⬅</b> toward key
Drive to Baseline	<b>RT</b> + <b>⬅</b> toward baseline
Quick Spin	Rotate <b>↻</b> to outside shoulder
Hook Drive	Rotate <b>↻</b> to inside shoulder
Fakes	Tap <b>⬅</b> in any direction but away from hoop
Post Hop	Hold <b>⬅</b> to the left or right away from hoop, then tap <b>⌘</b>
Post Stepback	Hold <b>⬅</b> away from hoop, then tap <b>⌘</b>
Dropstep	Hold <b>⬅</b> to the left or right toward hoop, then tap <b>⌘</b>

## POST SHOTS

Action	Input
Post Hook (close range)	<b>⬅</b> toward hoop
Post Fade (beyond close range)	<b>⬅</b> left or right away from hoop
Step Through Layup	Hold <b>RT</b> then move <b>⬅</b> left or right toward hoop
Shimmy Fade	Hold <b>RT</b> then move <b>⬅</b> left or right away from hoop
Pump Fake	Start a shot listed above then move <b>⬅</b> to neutral
Up & Under / Step Through	Pump fake, then <b>⬅</b> again before pump fake ends

## KINECT VOICE COMMANDS

You can use Kinect Voice Commands to implement a variety of actions while playing.

Voice Command	Action
<b>Always Active</b>	
"Switch Camera"	Move to the next camera position
"Gatorade Dunk"	Dunk the coach during applicable situations
<b>Offense</b>	
"Call Time Out"	Call a time out.
"Call" "Post Play" "for" "LeBron James"	Call play by play type ("call" and "for" are optional)
"Isolation," "Post Play," "Pick and Roll," "Three Point"	Playtypes
"Position / Last Name / Full Name"	Call by
"Substitute Player Last Name / Full Name / Position"	Substitutions (always active) – remove a player from game
"Bring in – Bench Player Last Name / Full Name"	initiate a substitution with a specific player
"Pick and Roll," "Quick Isolation," "Quick Iso," "Clear Out," "Quick Post Up," "Quick Spot Up Three," "Cut to Basket," "Backdoor Cut"	Quick play control
"Set a Screen for me," "Set a Pick for me"	Quick screen
<b>Defense – active in both regular play and in MyCAREER</b>	
"Pick up ball"	Call for nearest AI player to switch to the ball handler if he doesn't have him already
"Double Team"	Call for AI double team
"Help Me"	Call for help from team
"Intentional Foul"	Call for intentional foul
"Substitute Player Last Name / Full Name / Position"	Substitutions (always active; invalid for MyCAREER) – remove a player from game
"Bring in – Bench Player Last Name / Full Name"	initiate a substitution with a specific player
"Man to Man," "Zone 2-3," "Zone 3-2," "Zone 1-3-1," "Halfcourt Press," "Halfcourt Trap," "Fullcourt Press," "Fullcourt Trap"	Call for defensive set
<b>MyCAREER Offense</b>	
"Call time out," "Time out"	Call for time out
"Alley-Oop," "Throw the Alley"	Call for alley-oop

Voice Command	Action
"Pass the ball to me," "Pass me the ball," "Pass the ball to Player Last Name / Full Name / Position"	Call for pass
"Quick Post Up," "Quick Isolation," "Quick Iso," "Clear Out," "Quick Spot Up Three"	Call for quick play
"Set a Screen for me," "Set a Pick for me"	Call for quick screen
"Shoot the Ball!" "Shoot that Shot" "Take that Shot" "Shoot that!" "Shoot it"	Call for AI shot

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**QA Manager**  
Zhang Xi Kun

**QA Supervisor**  
Steve Manners

**Localization Project Lead**  
Zhu Jian

**Localization Leads**  
Chu Jin Dan  
Li Sheng Qiang  
Shen Wei

**QA Testers**  
Guo Wen Jie  
Kan Liang  
Zuo Jun  
Lu Ting Ting  
Ning Xu  
Qin Qi  
Wang Yi Min  
Zhang Qi Nan

**IT Engineers**  
Zhao Hong Wei  
Hu Xiang

## VISUAL CONCEPTS SPECIAL THANKS

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Lainie Goldstein  
Seth Krauss  
Jordan Katz  
David Cox  
Scott Patterson  
Take-Two Sales Team  
Take-Two Digital Sales Team  
Take-Two Channel Marketing Team  
Siobhan Boes  
Hank Diamond  
Alan Lewis  
Daniel Einzig  
Christopher Fiumano  
Pedram Rahbari  
Jenn Kolbe  
2K IS Team  
Greg Gibson  
Take-Two Legal Team  
Jonathan Washburn  
David Boutry  
Ryan Dixon  
Juan Chavez  
Rajesh Joseph  
Gaurav Singh  
Gail Hamrick  
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**Sotika Nou**  
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Chris Bigelow  
Brooke Grabrian  
Katie Nelson  
Chris Burton  
Aly Fidiham-Smith  
Betsy Ross  
Oliver Hall  
Megan McGlennen  
Gwendoline Oliviero  
Mark Little  
Access Communications  
KD&E  
Big Solutions  
Zambezi  
Red Sheet  
Operation Sports  
Steve Smith  
Zsolt Mathe  
David Cook  
Ferdinand Schober  
Cameron Goodwin  
Joe Waters  
Aditya Toney  
Tracy Hackney  
Sandra Smith Congdon  
Mark Rabold  
Dan Black  
The Lee Family

## BROADCAST TEAM & VOICE TALENT

**Play-by-Play Announcer**  
Kevin Harlan

**Color Analysts**  
Clark Kellogg  
Steve Kerr

**Sideline Reporter**  
Doris Burke

**Studio Announcer**  
Damon Bruce

**PA Announcer**  
Peter Barto

**Promo Announcer**  
Jay Styne

**MyPLAYER**  
Mark Middleton

**Outdoor Announcer**  
CJ Norde

**Spanish Announcers**  
Sixto Miguel Serrano  
Antoni Daimiel  
Jorge Quiroga

## MOTION CAPTURE TALENT

### NBA Talent

Harrison Barnes  
Kent Bazemore  
Ben McLemore  
Trey Burke  
Chris Johnson  
Josh Akognon  
Evan Turner  
Wesley Johnson  
Dion Waiters  
Austin Rivers  
Orlando Johnson

### Basketball Talent

Sean Singletary  
Doug Anderson  
Brandon Davies  
Adrian Oliver  
Patrick "Pat The Roc" Robinson  
Myree "Reemix" Bowden  
Carlos "Los" Smothers  
Kwame Vaughn  
Jerald "J.P." Pruitt  
Kammron Taylor  
Marcus Landry  
Charles "Chuck" Garcia  
Jawon Mack  
Kenny Caraway  
Bennie Rhodes  
DeVon Hardin  
Anthony Booker  
Franklin Session  
Ashley Hamilton  
Cervante Burrell  
Damon Powell  
DeAngelo Jackson  
Darius Foster  
Shawn Lewis  
Brandon Cotton  
Darren Moore  
Jojay Jackson  
Deilvez Yearby  
Bryan Davis  
Lavar Neufville  
Stevie Johnson  
Pierre Pierce  
Alex Okafor

Dior Lowhorn  
Larry Cunningham  
Charles Odum  
Jourdan Demuynck  
Christian Cavanaugh  
Allen Hester  
Lawrence Hamm  
Jonathan Heard  
Tony Bennett  
Joe Mitchell  
Dante Green  
Marquel Hoskins  
Guy Dupuy  
Elliott Woods  
Michael Bowens  
Joel Ferreira  
John Shaw  
Zach Sweeney  
Jake Bohigian  
Xander McNally  
Chris Marsol  
William Routt  
Arthur Braswell  
Benny Flores

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James Nunnally  
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Bilal Benn  
Tim Kees  
Ryvonn Covile  
Devougn Lamont  
Drew Gibson  
Eryk Thomas  
Chris Reaves

Johnny Foster  
JSFSports LLC

Conor Sammartin  
Priority Sports & Entertainment

Ben Pensack  
Pensack Sports Management Group

## NATIONAL BASKETBALL ASSOCIATION

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Vicky Picca

Vice President, Global Marketing Partnerships  
Brian Oliver

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Matthew "Tiberius" Holt

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Brandon Eddy

Coordinator Entertainment Products Licensing  
Greg Brownstein

Senior Manager, Global Marketing Partnerships  
Rachel Henley

Marketing Specialist, Global Marketing Partnerships  
Kara Stetler

## SPECIAL THANKS

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Jonathan Washburn  
David Boutry

Ryan Dixon  
Juan Chavez  
Gail Hamrick  
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